<h1> NEED FOR SPEED </h1>

<p>in this article about the video game series which is **Need for Speed** this first video game lunch in 1994. NFS is fast racing car series</p>

<p>in This series generally contain centers around based on street racing in **Need for Speed (NFS)** various types of races and task available which players to complete this while evading the local law enforcement in police pursuits </p>

<h2>Series of Need for Speed (1994-2021)</h2>

o The Need for Speed (1994)
o Need for Speed II (1997)
o Need for Speed: V-Rally (1997)
o Need for Speed III: Hot Pursuit (1998)
o Need for Speed: High Stakes (1999)

- o Need for Speed: V-Rally 2 (1999)
- o Need for Speed: Porsche Unleashed (2000)
- o Need for Speed: Web Racing (2001)
- o Motor City Online (2001)
- o Need for Speed: Hot Pursuit 2 (2002)
- o Need for Speed: Top Speed (2002)
- o Need for Speed: Underground (2003)
- o Need for Speed: Underground 2 (2004)
- o Need for Speed: Most Wanted (2005)
- o Need for Speed: Carbon (2006)
- o Need for Speed: ProStreet (2007)
- o Need for Speed: Undercover (2008)
- o Need for Speed: Shift (2009)
- o Need for Speed: Nitro (2009)
- o Need for Speed: World (2010)
- o Need for Speed: Hot Pursuit (2010)
- o Shift 2: Unleashed (2011)
- o Need for Speed: The Run (2011)
- o Need for Speed: Most Wanted (2012)
- o Need for Speed Rivals (2013)
- o Need for Speed: No Limits (2015)
- o Need for Speed (2015)
- o Need for Speed Payback (2017)
- o Need for Speed Heat (2019)

<h2>Back of Need for Speed</h2>

<p> <i> NEED FOR SPEED </i> series was originally developed by Distinctive Software, a video game studio based in Vancouver, British Columbia, Canada </p>

<p> On May 31, 2021, EA announced that <i> Need for Speed </i> Carbon, Undercover, Shift, Shift 2 Unleashed and The Run would no longer be available for purchase in any online stores, and their online servers will be shuttered on August 31, 2021 </p>

<h3> which platform we Play Need for Speed </h3>

<p> Almost we pay <i> Need for Speed (NFS) the most playing game in the world </i> on all platform like XBOX, PlayStation, PC, and mobile. We can free download easily for PC and Mobile phone </p>

<p>almost all of the games in the NFS series employ the same fundamental rules and similar mechanics in Need for Speed the player controls a race car in a variety of races, the goal being to win the race </p>

<h3> gameplay </h3>

<p> In the tournament/career mode, the player must win a series of races in order to unlock vehicles and tracks. Before each race, the player chooses a vehicle and has the option of selecting either an automatic or manual transmission

<p> Like all racing games, the <i> **Need for Speed** </i> series features a list of cars, modeled and named after actual cars. Cars in the franchise are divided into four categories: exotic cars, muscle cars, tuners, and special vehicles </p>

<p>in **Need for Seed**   **Exotic cars** feature high performance, expensive cars like the Lamborghini Murciélago, Mercedes-Benz SLR McLaren,

Chevrolet Corvette and the Ford GT **muscle cars** refer to the Ford Mustang, Dodge Challenger and the Chevrolet Camaro; while **tuner cars** are cars like the Nissan Skyline and the Mitsubishi Lancer Evolution </p>

<p> The special vehicles are civilian and police cars that are available for use in some games, such as the Ford Crown Victoria in Need for Speed: Hot Pursuit and garbage trucks, fire engines and taxis in Need for Speed Carbon </P>

<h2> Different Series of Need for Speed </h2>

<h3> The Need for Speed (1994) </h3>

<p> he original Need for Speed was released for 3DO in 1994 with versions released for the PC (DOS) (1995), PlayStation and Saturn (1996) following shortly afterwards </P>

<h3> Need for Speed II (1997) </h3>

<p> Need for Speed II (NFS II) featured some rare and exotic vehicles, including the Ford Indigo concept vehicle, and featured country-themed tracks from North America, Europe, Asia, and Australia. A new racing mode was also introduced, dubbed "Knockout", where the last racers to finish laps will be eliminated</p>

<p> In addition, track design was more open-ended; players could now "drive" off the asphalt, and cut across fields to take advantage of shortcuts. Need for Speed II: Special Edition includes one extra track, extra cars, and support for Glide</P>

<h3> Need for Speed III: Hot Pursuit (1998)</h3>

<p> Need for Speed III: Hot Pursuit added Hot Pursuit mode, where the player either attempted to outrun the police or be the cop, arresting speeders</p>

Need for Speed: High Stakes (1999)

<p> High Stakes introduced several new types of gameplay: High Stakes, Getaway, Time Trap, and Career. in Getaway required the player to outrun numerous pursuing police vehicles Time Trap was a time lap trial, and Career was a tournament mode that incorporated a monetary reward system</p>

Need for Speed: Porsche Unleashed (2000)

<p> The player had to win races to unlock cars in chronological order from 1950 to 2000. Porsche Unleashed also featured a Factory Driver mode, where the player had to test Porsches to move forward in the game and did not feature a split-screen mode</p>

Need for Speed: Hot Pursuit 2 (2002)

<p>Need for Speed: Hot Pursuit 2 was the debut NFS title from EA Black Box, and the first NFS for the sixth generation consoles </p>

Need for Speed: Underground (2003)

<p>Need for Speed: Underground was developed by EA Black Box and released in 2003. This was the first NFS

game to require Hardware Transform and Lighting in Graphics Cards. Most of the new elements in Underground became defining marks of later installments in the Need for Speed series</p>

<h3> Need for Speed: Underground 2 (2004) <h3>

<p>In Underground 2, the story mode continued, but there were new racing modes such as Underground Racing League and Street X, more tuning options, and a new method of selecting races</p>

<h3> Need for Speed: Most Wanted (2005) <h3>

<p>The story mode is a different style from Underground, with CGI effects mixed with live-action. The game featured the Blacklist, a crew consisting of 15 racers that the player must beat one-by-one to unlock parts, cars, tracks, and to complete career mode. The player had to meet certain requirements before they could take on the next Blacklist rival, such as races completed, milestones achieved, and bounty earned.</P>